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1 Intelligent interactive video simulation of a code inspection
Scott M. Stevens
July 1989   Communications of the ACM, Volume 32 Issue 7
Full text available: pdf(3.34 MB)   Additional Information: full citation, abstract, references, citin

> The need for technological solutions to learning, in the software engineering f
> Technologies Project (ALT) has developed a highly interactive, high-fidelity si
> The first course demonstrating these techniques is on the formal technical rev

2 Level II technical support in a distributed computing environment
Tim Leehane
September 1996 Proceedings of the 24th annual ACM SIGUCCS conference on User
Full text available: pdf(5.73 MB)   Additional Information: full citation, references, index terms

**3 Computer-mediated communication in collaborative educational settings: r‹
CMC in collaborative educational settings**
Ursula Wolz, Jacob Palme, Penny Anderson, Zhi Chen, James Dunne, Göran Karl
Spielvogel, Henry Walker
October 1997   ACM SIGCUE Outlook, Volume 25 Issue 4
Full text available: pdf(109.30 KB)   Additional Information: full citation, referenc

4 Computer-mediated communication in collaborative educational settings (r CMC in collaborative educational settings)

Ursula Wolz, Jacob Palme, Penny Anderson, Zhi Chen, James Dunne, Göran Karl Spielvogel, Henry Walker

June 1997 The supplemental proceedings of the conference on Integrating techno working group reports and supplemental proceedings

Full text available: pdf(109.30 KB)   Additional Information: full citation, references, c

5 Reusability and adaptability of interactive resources in Web-based educatic

Abdulmotaleb El Saddik, Stephan Fischer, Ralf Steinmetz

March 2001   Journal on Educational Resources in Computing (JERIC)

Full text available: pdf(257.16 KB)   Additional Information: full citation, abstract, references

The production of interactive multimedia content is in most cases an expensiv optimizing production by exploiting the reusability of interactive multimedia e triggered by a combination of resuable multimedia components and the appro components as well as their combination. In this article, we discuss the reusa content in web ...

6 Course and exercise sequencing using metadata in adaptive hypermedia l

Stephan Fischer

March 2001   Journal on Educational Resources in Computing (JERIC)

Full text available: pdf(115.01 KB)   Additional Information: full citation, abstract, reference

In the last few years the (semi-) automatic sequencing of course material has particularly the standardization of metadata for educational resources. Sequen documents which, at their best match the learner's needs. To perform (semi-) knowledge library as well as modular resources can be used. Both must be de

Keywords: adaptive hypermedia systems, hypermedia learning, knowledge en

7 Beyond familiar shores: faculty teaching with technology

JoAnn C. Ullery

November 2002   Proceeding of the 30th annual ACM SIGUCCS fall conference on

Full text available: pdf(179.75 KB)   Additional Information: full citation, abstract, refere

The integration of technology in classrooms has had a positive impact on stud time is necessary to move technology from a part-time tool to an active tool, in order to provide technology in the classroom, educators must receive profe use technology. This paper discusses web use as a professional source of dev how to integrate technolog ...

Keywords: academic, campus needs, curriculum, education, faculty developm technology, learning, retention, teaching, technology, web-based training

8 Developing and deploying software engineering courseware in an adaptabl

W. Richards Adroin

June 2000   Proceedings of the 22nd international conference on Software eng

Full text available: pdf(110.70 KB)   Additional Information: full citation, abstract, reference

We describe an effort to design an adaptable framework for teaching and lear developing a repository of asynchronous, multimedia courseware that facilitat in research and technology, enables courses to be tailored to individual stude innovations in educational technology and encourages innovation in teaching on developing co ...

Keywords: educational technology, multimedia courseware, pedagogy, softwa learning

9 Teaching C++ in a multi-user virtual environment

J. Mark Pullen, Eugene Norris, Mark Fix

June 2000   ACM SIGCSE Bulletin, Volume 32 Issue 2

Full text available: pdf(604.26 KB)   Additional Information: full citation, abstrac

The Internet has opened tremendous possibilities for distance education, whe worldwide. However, much of today's Internet-based teaching is limited to stu documents. In this paper we describe new dimensions in distributed education where the students interact with the teacher in real time. We review and elab spatially oriented, network-accessed ...

10 Computing curricula 2001

September 2001   Journal on Educational Resources in Computing (JERIC)

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, index ter

11 Automatic creation of exercises in adaptive hypermedia learning systems
Stephan Fischer, Ralf Steinmetz
May 2000　　　　　Proceedings of the eleventh ACM on Hypertext and hypermedia

Full text available: pdf(70.28 KB)　　　　　Additional Information: full citation, references, citin

Keywords: adaptive hypermedia systems, hypermedia learning, knowledge en

12 Synchronization in multimedia data retrieval
Anna Haj Ha?, Cindy X. Xue
January 1997　　　　　International Journal of Network Management, Volume 7 Issu

Full text available: pdf(487.64 KB)　　　　　Additional Information: full citation, abstract, referen

Synchronization of multiple medium streams in real time has been recognized requirements for multimedia applications based on broadband high-speed net synchronization scheme for distributed multimedia information systems. © 19

13 FRA: using a goal-based scenario to teach financial statement analysis
David A. Foster
April 1994　　　Proceedings of the 1994 ACM symposium on Applied computing

Full text available: pdf(543.60 KB)　　　　　Additional Information: full citation, references, index terms

Keywords: financial accounting education, intelligent tutoring systems, learni

14 Linux and the Next Generation Internet
Stan Michael Stricklen, Bob Cummings
April 2000　　　　　　　　　　　　Linux Journal

Full text available: html(25.62 KB)　　　　　Additional Information: full citation, abstract, referen

This article describes the authors' implementation of a demonstration environ (DiffServ) using Linux-based routers.

15 DVI—a digital multimedia technology
G. David Ripley
July 1989　　　　　Communications of the ACM, Volume 32 Issue 7

Full text available: pdf(4.55 MB)　　　　　Additional Information: full citation, abstract, references, citin

A digital presentation technology that manages anything from text to full-mot the usefulness of personal computers, while rendering them less intimidating.

16 Integrating computer technology, people technology and application technc
Georgia Tech's Graphics, Visualization and Usability Center

Jim Foley

June 1994   Proceedings of the workshop on Advanced visual interfaces

Full text available: pdf(1.27 MB)   Additional Information: full citation, inde

17 IS '97: model curriculum and guidelines for undergraduate degree program

Gordon B. Davis, John T. Gorgone, J. Daniel Couger, David L. Feinstein, Herbert

December 1997 ACM SIGMIS Database , Guidelines for undergraduate degree prog
for undergraduate degree programs in information systems, Volum

Full text available: pdf(7.24 MB)   Additional Information: full citati

18 A video retrieval and sequencing system

Tat-Seng Chua, Li-Qun Ruan

October 1995   ACM Transactions on Information Systems (TOIS), Volume 13

Full text available: pdf(3.20 MB)   Additional Information: full citation, abstract, references, citin

Video is an effective medium for capturing the events in the real world around
exists, covering a wide range of applications. However, widespread use of vid
impeded by the lack of effective tools to manage video information systemati
implementation of a frame-based video retrieval and sequencing system (VRS
entire process of video ...

Keywords: cinematic rules, frame-based modeling, multimedia, video retrieva

19 The state of the art in automating usability evaluation of user interfaces

December 2001   ACM Computing Surveys (CSUR), Volume 33 Issue 4

Full text available: pdf(2.31 MB)   Additional Information: full citation, abstract, references, citin

Usability evaluation is an increasingly important part of the user interface des
can be expensive in terms of time and human resources, and automation is th
existing approaches. This article presents an extensive survey of usability eva
new taxonomy that emphasizes the role of automation. The survey analyzes e
aspects of usability evaluation aut ...

Keywords: Graphical user interfaces, taxonomy, usability evaluation automati

20 Palenque: an interactive multimedia digital video interactive prototype for c

K. S. Wilson

May 1988   Proceedings of the SIGCHI conference on Human factors in computi

Full text available: pdf(657.13 KB)   Additional Information: full citation, abstract, refere

The Palenque interactive multimedia digital video interactive prototype is bas
from The Second Voyage of the Mimi television show, which is being produced
cast of scientists and children explore the Yucatan's ancient Maya ruins and a
The Palenque prototype incorporates this theme to the extent that the user's
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21 Enhancing teaching using the Internet: report of the working group on the V teaching resource
Stephen Hartley, Jill Gerhardt-Powals, David Jones, Colin McCormack, M. Dee M Marguerite K. Summers
June 1996 ACM SIGCSE Bulletin , Proceedings of the 1st conference on Integratin education, Volume 28 Issue SI
Full text available: 📄 pdf(1.26 MB)   Additional Information: full citation, references, citin

22 CMIFed: a transportable hypermedia authoring system
Lynda Hardman, Guido van Rossum, Jack Jansen, Sjoerd Mullender
October 1994 Proceedings of the second ACM international conference on Multime
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23 Web-based simulation: some personal observations
Paul A. Fishwick
November 1996 Proceedings of the 28th conference on Winter simulation
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24 Simulation education: Teaching tools and methods: GeNisa: a web-based i teaching simulation modelling
Tajudeen Atolagbe, Vlatka Hlupic, Simon J. E. Taylor
December 2001   Proceedings of the 33nd conference on Winter simulation
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Intelligent Tutoring Systems (ITS) provide students with adaptive instruction problem solving skills in an interactive environment. This paper discusses the been implemented to facilitate the development of simulation modelling know integrates case-based reasoning with interactive tools to guide tutorial remed that the model for pedagogical activ ...

25 VR-LAB—a distributed multi-user environment for educational purpc
Dieter W. Fellner, Armin Hopp
February 1999   Proceedings of the fourth symposium on Virtual reality modeling
Full text available: pdf(3.70 MB)   Additional Information: full citation, references, citings, index

26 Using annotated video as an information retrieval interface
Andrew S. Gordon
January 2000   Proceedings of the 5th international conference on Intelligent u
Full text available: pdf(1.09 MB)   Additional Information: full citation, abstract, referen

The ability to deliver appropriate information to learners at the most appropri instruction. In the best learning environments, this information is received in that are being acquired. This paper explores a technological approach to situa materials to segments of a video recording a skill performance. An interface i video perfor ...

Keywords: computer learning environments, digital libraries, inforamtion retri

27 Some experiments in man-machine interaction relevant to computer assist
Philip G. Barker
January 1981   Proceedings of the ACM '81 conference
Full text available: pdf(748.21 KB)   Additional Information: full citation, abstract, refere

Some experiments in man-machine interaction are briefly described in the co audio-visual instruction. Two important points emerge: the need for the deve management systems and the necessity for a suitable author language capab of coordinating the use of a wide variety of instructional resources.

28 Teaching internet literacy to a large and diverse audience
Wayne Brookes, Jadwiga Indulska
July 1997 Proceedings of the second Australasian conference on Computer science
Full text available: pdf(883.45 KB)   Additional Information: full citation, references, index terms

29 Is it live or is it Memorex?
Tory Sawyer, Randy Anderson, Gary McCuaig
September 1986 Proceedings of the 14th annual ACM SIGUCCS conference on User
Full text available: pdf(2.60 MB)   Additional Information: full citation, index term

30 Metadata for smart multimedia learning objects
Abdulmotaleb El Saddik, Amir Ghavam, Stephan Fischer, Ralf Steinmetz
December 2000   Proceedings of the Australasian conference on Computing e
Full text available: pdf(828.00 KB)   Additional Information: full citation, abstra

The application of educational metadata is nowadays often limi
resources (text or image) in order to support the retrieval proc
in a static way with respect to the (static) content and cannot i
An adequate description of dynamic multimedia content, for ex

In this paper we propose dynamic educational metadata as an exten

31 Architecture, design, and implementation of a multimedia conference syste
Anna A. Ha?, Dongchen A. Lu
March 1997   International Journal of Network Management, Volume 7 Issue
Full text available: pdf(517.69 KB)   Additional Information: full citation, abstract, referen

In this article a new multimedia conference system is designed and implemen
conduct a meeting in real time. Participants can jointly view and edit relevant
graphics, and still images distributed throughout the network. © 1997 John W

32 Virtual ECHO: an interface for a simulated environment
Daniela Meloni, Alessandro Mura, Francesco S. Nucci, Angelo Cangelosi, Maria B
July 1996   ACM SIGCHI Bulletin, Volume 28 Issue 3
Full text available: pdf(610.45 KB)   Additional Information: full citation, abstra

ECHO is a simulated environment with multimedia technology aimed to traini
techniques. The system was designed using the user-centered perspective an
order to define a suitable Human-Computer Interface. The interface chosen fo
to leave the student free in exploring a virtual environment.ECHO was design
Interface Design group (MEDIA ...

33 Interface design issues for advice-giving expert systems
John M. Carroll, Jean McKendree
January 1987   Communications of the ACM, Volume 30 Issue 1

Full text available: pdf(2.28 MB)   Additional Information: full citation, abstract, references, citings, index term

Advice giving could become the first successful domain for intelligent interfac

34 Collaborative multimedia scientific design in SHASTRA
Vinod Anupam, Chandrajit L. Bajaj
September 1993   Proceedings of the first ACM international conference on Multime

Full text available: pdf(294.05 KB) ps(96.77 KB)   Additional Information: full citation, references, citings, in

35 Multimedia virtual circuit model for MPEG on ATM networks
Anna Ha?, Johnny On
December 1998   International Journal of Network Management, Volume 8 I

Full text available: pdf(337.83 KB)   Additional Information: full citation, abstract, refere

A Multimedia Virtual Circuit (MVC) model for MPEG (Motion Pi demonstrates an efficient method to accommodate the bandwidth requiremen we compare the leaky bucket system that requires client to reserve the maxim 1998 John Wiley & Sons, Ltd.

36 The next generation of interactive technologies
Karen A. Frenkel
July 1989   Communications of the ACM, Volume 32 Issue 7

Full text available: pdf(3.15 MB)   Additional Information: full citation, abstract, citings, index t

From home entertainment to cultural exhibits to educational methodologies to technologies could change observers in to participants.

37 Requirements development: stages of opportunity for collaborative needs c
John M. Carroll, Mary Beth Rosson, George Chin, Jürgen Koenemann
August 1997 Proceedings of the conference on Designing interactive systems: pro

Full text available: pdf(952.45 KB)   Additional Information: full citation, references, c

Keywords: participatory design, requirements development, requirements eng

38 Authoring Support: DEMAIS: designing multimedia applications with interac
Brian P. Bailey, Joseph A. Konstan, John V. Carlis
October 2001   Proceedings of the ninth ACM international conference on Mult
Full text available: pdf(1.04 MB)   Additional Information: full citation, abstract, refere

To create an innovative interactive multimedia application, a multimedia desi
behavioral design ideas early in the design process, as creating innovative be
innovative multimedia. Current tools and techniques do not support a designe
limiting her ability to rapidly explore and effectively communicate behavioral
have developed a sketch-based, in ...

Keywords: authoring, gestures, multimedia design, storyboards

39 Session IX - coordination and decision making: Computer-based systems f
decisionmaking: status of use and problems in development
Kenneth L. Kraemer, John Leslie King
December 1986   Proceedings of the 1986 ACM conference on Computer-support
Full text available: pdf(1.85 MB)   Additional Information: full citation, abstract,

Application of computer and information technology to cooperative work and g
three traditions: computer-based communications, computer-based informatio
decision support. This paper provides an overview of the various kinds of syst
needs of groups at work, evaluates the status of these systems in the United
them, assesses barriers to their furth ...

40 ITiCSE 2000 working group reports: Using computers in science and techn
Jari Lavonen, Veijo Meisalo, Matti Lattu, Liisa Leinonen, Tadeusz Wilusz
June 2001   Working group reports from ITiCSE on Innovation and technology in c
Full text available: pdf(1.02 MB)   Additional Information: full citation, abstract,

This working group wishes to promote interaction of computer scientists and e
interaction would benefit not only educational sciences and computer science
science e.g. through behaviour metaphors in robotics. We have initiated an an
starting from applications especially in science and technology education. Hav
educational processes in the above ar ...

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41 ITiCSE 2000 working group reports: Using computers in science and techn
Jari Lavonen, Veijo Meisalo, Matti Lattu, Liisa Leinonen, Tadeusz Wilusz
June 2001   ACM SIGCSE Bulletin, Volume 33 Issue 2
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> This working group wishes to promote interaction of computer scientists and e
> interaction would benefit not only educational sciences and computer science
> science e.g. through behaviour metaphors in robotics. We have initiated an an
> starting from applications especially in science and technology education. Hav
> educational processes in the above ar ...

42 Human-computer interface development: concepts and systems for its mar
H. Rex Hartson, Deborah Hix
March 1989   ACM Computing Surveys (CSUR), Volume 21 Issue 1
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> *Human-computer interface management*, from a computer science viewpoint,
> quality human-computer interfaces, including their representation, design, im
> maintenance. This survey presents important concepts of interface managem
> modeling, representation, interactive tools, rapid prototyping, development m
> *Dialogue independence* is th ...

43 The development of cooperation: five years of participatory design in the vi

John M. Carroll, George Chin, Mary Beth Rosson, Dennis C. Neale

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> During the past five years, our research group worked with a group of public assess network-based support for collaborative learning in middle school phys the outset, we committed to a participatory design approach. This design colla typical of participatory design endeavors, particularly in North America. The n the nature o ...
>
> Keywords: cognitive development, cooperative design, educational networks, development, requirements engineering, school culture

44 Interactive multimedia pedagogies: report of the working group on interacti

Elizabeth S. Adams, Linda Carswell, Amruth Kumar, Jeanine Meyer, Ainslie Ellis,

June 1996 ACM SIGCSE Bulletin , Proceedings of the 1st conference on Integratin education, Volume 28 Issue SI

Full text available: pdf(1.16 MB)   Additional Information: full citation, references, citin

45 The living textbook and the K–12 classroom of the future

Kim Mills, Geoffrey Fox, Paul Coddington, Barbara Mihalas, Marek Podgorny, Bar

December 1995   Proceedings of the 1995 ACM/IEEE conference on Supercomput

Full text available: html(45.33 KB)   Additional Information: full citation, references, index

46 KidSim: end user programming of simulations

Allen Cypher, David Canfield Smith

May 1995 Proceedings of the SIGCHI conference on Human factors in computing

Full text available: html(39.89 KB)   Additional Information: full citation, references, citings, index terms

47 A telecomputer

Jim Clark

July 1992 ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual co interactive techniques, Volume 26 Issue 2

Full text available: pdf(549.52 KB)   Additional Information: full citation, citing

48 What next?: A dozen information-technology research goals
Jim Gray
January 2003   Journal of the ACM (JACM), Volume 50 Issue 1
Full text available: pdf(1.18 MB)   Additional Information: full citation, references, index terms

49 Authoring Support: Designing annotation before it's needed
Frank Nack, Wolfgang Putz
October 2001   Proceedings of the ninth ACM international conference on Mult
Full text available: pdf(1.16 MB)   Additional Information: full citation, abstract, refer

This paper considers the automated and semi-automated annotation of audiov
framework, A4SM (Authoring System for Syntactic, Semantic and Semiotic Mo
the framework and outline the underlying XML-Schema based content descrip
tools for a news and demonstrate how video material can be annotated in rea
only be used for retrieval but also can be ...

Keywords: MPEG-7, XML Schema, automated annotation, news production, se

50 Synchronization in the MAEstro multimedia authoring environment
George D. Drapeau
September 1993   Proceedings of the first ACM international conference on Multime
Full text available: pdf(65.56 KB) ps(87.29 KB) Additional Information: full citation, references, citings, ind

51 A development process for large multimedia titles
Mark Ryan, Rich Helms
October 1994 Proceedings of the 12th annual international conference on Systems
              at the great divide
Full text available: pdf(1.24 MB)   Additional Information: full citation, abstract, referen

Within IBM there are many groups that have made small-scale multimedia tit
common. This paper describes the process that we followed to create a large
description of why we decided to create a multimedia title about C++. It then
make the title. Finally, it describes the lessons that we learned and our plans

52 A synchronization model for recorded presentations and its relevance for ir

W. Hürst, R. Müller

October 1999   Proceedings of the seventh ACM international conference on Mul

Full text available: pdf(1.84 MB)   Additional Information: full citation, abstract, references,

In order to improve the acceptance of recorded presentations, we introduce a range of different media classes typically appearing in this scenario. Instance using our time-based synchronization model. Random access in combination w synchronization mechanism results in essential features such as Random Visib Cross-Referencing ...

53 Computer-based systems for cooperative work and group decision making

Kenneth L. Kraemer, John Leslie King

July 1988   ACM Computing Surveys (CSUR), Volume 20 Issue 2

Full text available: pdf(3.56 MB)   Additional Information: full citation, abstract, references,

Application of computer and communications technology to cooperative work of three traditions: computer-based communications, computer:based inform computer-based decision support. This paper reviews the group decision supp configured to meet the needs of groups at work, and evaluates the experience GDSSs has proved to be slower than originally antic ...

54 Building and using cultural digital libraries: Supporting access to large digit

Samuel Gustman, Dagobert Soergel, Douglas Oard, William Byrne, Michael Piche Greenberg

July 2002   Proceedings of the second ACM/IEEE-CS joint conference on Digital

Full text available: pdf(734.60 KB)   Additional Information: full citation, abstract, referenc

This paper describes our experience with the creation, indexing, and provision videotaped oral histories - 116,000 hours of digitized interviews in 32 languag rescuers, and witnesses of the Nazi Holocaust. It goes on to identify a set of c addressed if we are to provide full and detailed access to collections of this si automatic speech recognition, ...

Keywords: cataloging, oral history, research agenda

55 The Web and distance learning: what is appropriate and what is not: report Web and distance learning

Pamela B. Lawhead, Elizabeth Alpert, Constance G. Bland, Linda Carswell, Dawn Eva R. Fahraeus, Kirt Scott

October 1997   ACM SIGCUE Outlook, Volume 25 Issue 4

Full text available: pdf(68.23 KB)   Additional Information: full citation, references

56 The Web and distance learning: what is appropriate and what is not (report web and distance learning)
Pamela B. Lawhead, Elizabeth Alpert, Constance G. Bland, Linda Carswell, Dawn Eva R. Fahraeus, Kirk Scott
June 1997 The supplemental proceedings of the conference on Integrating techno working group reports and supplemental proceedings
Full text available: pdf(68.23 KB)   Additional Information: full citation, references, citi

57 The CDT mStar environment: scalable distributed teamwork in action
Peter Parnes, Kåre Synnes, Dick Schefström
November 1997 Proceedings of the international ACM SIGGROUP conference on Su challenge: the integration challenge
Full text available: pdf(1.28 MB)   Additional Information: full citation, references

Keywords: IP-multicast, better-than-being-there, desktop conferencing, digita presentations, teamwork

58 A generic architecture for intelligent instruction for simulation modelling sof
Tajudeen A. Atolagbe, Vlatka Hlupic
November 1996   Proceedings of the 28th conference on Winter simulation
Full text available: pdf(833.26 KB)   Additional Information: full citation, references

59 An orthogonal taxonomy for hyperlink anchor generation in video streams ι
Jason McC. Smith, David Stotts, Sang-Uok Kum
May 2000   Proceedings of the eleventh ACM on Hypertext and hypermedia
Full text available: pdf(332.93 KB)   Additional Information: full citation, references, citings, index

Keywords: automated anchor generation, collaboration, digital video, hypervi

60 GAIN: An interactive program for teaching interactive computer graphics pi

Tom Towle, Tom DeFanti

August 1978   Proceedings of the 5th annual conference on Computer graphics an

Full text available: ▓ pdf(580.23 KB)   Additional Information: full citation, abstract, refere

Recent trends in the manufacturing and sales of home computers indicate tha developed for teaching programming in the home. Students learn programmin other students in a classroom setting. The home user may not have this optio looking up information you have forgotten. Workbooks and textbooks do not h teaching—you have to understand everything b ...

Keywords: Computer assisted instruction, Interactive computer graphics

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61 sTeam: structuring information in team-distributed knowledge managemen
August 2001   Journal on Educational Resources in Computing (JERIC)
Full text available: 📄 pdf(179.03 KB)   Additional Information: full citation, abstract, reference

Learning is a socially embedded design process. But most of todays hypermed
design-related and the social aspects of learning. Authoring and Web-publishi
design processes. Consequently, the activities of learners are confined to sele
fundamental reflections on the role of technology in learning processes, we co
the construction of infrastructur ...

Keywords: cooperative learning, cooperative support, learner-centered approa
team), web-based learning and teaching

62 Educating a new engineer
Peter J. Denning
December 1992   Communications of the ACM, Volume 35 Issue 12
Full text available: 📄 pdf(10.14 MB) Additional Information: full citation, references, citings, index terms, review

63 What makes things fun to learn? heuristics for designing instructional comp

Thomas W. Malone

September 1980   Proceedings of the 3rd ACM SIGSMALL symposium and the first S

Full text available: pdf(665.94 KB)   Additional Information: full citation, abstract, refere

In this paper, I will describe my intuitions about what makes computer games experiments and the theory on which this paper is based are given by Malone to provide a set of heuristics or guidelines for designers of instructional comp organized common sense principles to spark the creativity of instructional des unstructured list of similar principle ...

64 Education and training: An XML-based approach to multimedia software er

T. Arndt, S. K. Chang, A. Guercio, P. Maresca

July 2002   Proceedings of the 14th international conference on Software engineer

Full text available: pdf(95.53 KB)   Additional Information: full citation, abstrac

Multimedia Software Engineering (MSE) is a new frontier for both Software En In fact multimedia software engineering can be considered as the discipline fo substitution and verification of visual patterns. Visual Languages contribute to software specification, design and verification flow charts, ER diagrams, Petri programming languages etc. Multim ...

65 DxRW case

Carol Saunders, Blake Ives

April 2000   Communications of the AIS

Full text available: pdf(177.24 KB)   Additional Information: full citation

66 Current technological impediments to business-to-consumer electronic con

Gregory Rose, Huoy Khoo, Detmar W. Straub

June 1999   Communications of the AIS

Full text available: pdf(479.36 KB)   Additional Information: full citation, references, citings

67 Open architecture multimedia documents

Brian R. Gaines, Mildred L. G. Shaw

September 1993   Proceedings of the first ACM international conference on M

Full text available: pdf(265.04 KB) ps(630.84 KB)   Additional Information: full citatio

Keywords: digital journals, electronic books, hypermedia, knowledge bases, m systems

68 Groupware: some issues and experiences

Clarence A. Ellis, Simon J. Gibbs, Gail Rein

January 1991   Communications of the ACM, Volume 34 Issue 1

Full text available: pdf(7.22 MB)   Additional Information: full citation, references, citings, index terms

69 Interface to architecture: integrating technology into the environment in the

Maggie Orth

August 1997 Proceedings of the conference on Designing interactive systems: pro

Full text available: pdf(1.41 MB)   Additional Information: full citation, references

Keywords: architecture, collaboration, design, environment, furniture, interfac theater

70 Authoring systems in computer based education

Greg Kearsley

July 1982   Communications of the ACM, Volume 25 Issue 7

Full text available: pdf(1.01 MB)   Additional Information: full citation, abstract, references,

The idea of a programming system which generates other programs (referred metasoftware) has always been a popular one in computer science. Despite th have actually been inplemented and used. An exception is the development a of Computer Based Education (CBE). This article surveys the development an

Keywords: instructional systems, metasoftware

71 Assessing dynamics in computer-based instruction

John F. Pane, Albert T. Corbett, Bonnie E. John

April 1996 Proceedings of the SIGCHI conference on Human factors in computing

Full text available: pdf(1.22 MB) html(46.87 KB)   Additional Information: full citation, reference

Keywords: animation, computer-based learning, multimedia, simulation

72 The intelligent classroom: providing competent assistance

David Franklin, Kristian Hammond
May 2001   Proceedings of the fifth international conference on Autonomous ag

Full text available: pdf(130.91 KB)   Additional Information: full citation, abstract, referen

In the software industry, designers are forever trying to “improve&rdqu
features to them, producing bloated software systems that are capable of doin
systems often make it increasingly difficult for their users to perform their tas
mess of unwanted features to find the few that they actually need. We believ
building intelligent syste ...

Keywords: action selection and planning, collaboration of humans and agents

73 Hands-on microcomputer training

Bill Brown, Marilyn Everingham
September 1985   Proceedings of the 13th annual ACM SIGUCCSconference on Use

Full text available: pdf(2.23 MB)   Additional Information: full citation, abstract,

Hands-on microcomputer training presents computer educators with a new se
opportunity for participants to interact with the machine and software in the p
the struggle many new computer users experience. Questions can be answere
context of actual problems encountered by participants. Our curriculum has in
microcomputers and a variety of softwa ...

74 Integration of interpersonal space and shared workspace: ClearBoard desi

Hiroshi Ishii, Minoru Kobayashi, Jonathan Grudin
October 1993   ACM Transactions on Information Systems (TOIS), Volume 11

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We describe the evolution of the novel shared drawing medium ClearBoard wh
an interpersonal space and a shared workspace. ClearBoard permits coworker
markers or with electronic pens and software tools while maintaining direct ey
gestures. The ClearBoard design is based on the key metaphor of “talk
glass window.” We descri ...

Keywords: eye contact, gaze awareness, gaze direction, groupware, seamless

75 sTeam - Designing an integrative infrastructure for Web-based computer-s
Thorsten Hampel, Reinhard Keil-Slawik
April 2001   Proceedings of the tenth international conference on World Wide W
Full text available: pdf(265.67 KB)   Additional Information: full citation, reference

Keywords: cooperation support, cooperative learning, learner-centered approa
team, web-based learning and teaching

76 Personal computing
Rosalie Steier
July 1989   Communications of the ACM, Volume 32 Issue 7
Full text available: pdf(1.73 MB)   Additional Information: full citation, references, index terms

77 Automating camera management for lecture room environments
Qiong Liu, Yong Rui, Anoop Gupta, J. J. Cadiz
March 2001   Proceedings of the SIGCHI conference on Human factors in compu
Full text available: pdf(676.89 KB)   Additional Information: full citation, abstract, reference

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and universities are recording lectures and making them available online for a
producing high-quality lecture videos is still labor intensive and expensive. Fo
making it feasible to build automated camera management systems to captur
design, implementation and st ...

Keywords: automated camera management, sound source localization, speak
video director

78 Illustrative risks to the public in the use of computer systems and related te
Peter G. Neumann
January 1996   ACM SIGSOFT Software Engineering Notes, Volume 21 Issue 1
Full text available: pdf(2.54 MB)   Additional Information: full citation

79 The digital agora: using technology for learning in the social sciences
Carolyn Watters, Marshall Conley, Cynthia Alexander
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Michael Goldweber, John Impagliazzo, Iouri A. Bogoiavlenski, A. G. Clear, Gordo
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June 1997 The supplemental proceedings of the conference on Integrating techn working group reports and supplemental proceedings
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82 An intelligent distributed environment for active learning
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Active learning is an effective learning approach. In this article we present a for active learning to better support the student-centered, selfpaced, and hig environment uses the students learningrelated profile such as learning style organizing, and presenting learning material, and it adopts a new approach t based on smart instruct ...

Keywords: XML, active learning, multiagent system, web-based education

83 Progressive design: staged evolution of scenarios in the design of a collat
George Chin, Mary Beth Rosson
January 1998   Proceedings of the SIGCHI conference on Human factors in com
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Keywords: claims, computer-supported collaborative learning, participatory d

84 Integration of inter-personal space and shared workspace: ClearBoard de
Hiroshi Ishii, Minoru Kobayashi, Jonathan Grudin
December 1992   Proceedings of the 1992 ACM conference on Computer-support
Full text available: pdf(1.42 MB)   Additional Information: full citation, references, citings,

Keywords: ClearBoard, TeamPaint, eye contact, gaze awareness, groupware,

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Munir Mandviwalla, Anat Hovav
April 1996   Proceedings of the 1996 ACM SIGCPR/SIGMIS conference on Compu
Full text available: pdf(1.15 MB)   Additional Information: full citation, ind

Keywords: Internet, World Wide Web, business process redesign, communica
electronic mail, learning, newsgroups, processes

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Gregory D. Abowd
May 1999   Proceedings of the 21st international conference on Software engin
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Keywords: automated capture, component integration, context-aware compu
transparent interfaces, ubiquitous computing

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Barry G. Silverman
April 1992   Communications of the ACM, Volume 35 Issue 4
Full text available: pdf(2.84 MB)   Additional Information: full citation, references, citings, index terms

Keywords: critics, expert critiquing systems

88 A formative evaluation of a computer-based instruction tutorial with applica
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Gloria A. Reece, Linda Bol, Gary R. Morrison
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Robert C. Hubal, Geoffrey A. Frank, Curry I. Guinn
January 2003   Proceedings of the 2003 international conference on Intelligent
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This paper describes lessons learned in developing the linguistic, cognitive, e
virtual human behavior in a training application designed to train civilian pol
verbal cues indicating different forms of mental illness and how to verbally in
paranoia, and depression were all modeled for the application. For linguistics
language grammars th ...

Keywords: agents, behavior modeling, interaction skills training, managing e
virtual humans

90 PLACEHOLDER: landscape and narrative in virtual environments
Brenda Laurel, Rachel Strickland
October 1994 Proceedings of the second ACM international conference on Multime
Full text available: pdf(756.04 KB)   Additional Information: full citation, references, index terms

91 Model-driven development of Web applications: the AutoWeb system

Piero Fraternali, Paolo Paolini
October 2000   ACM Transactions on Information Systems (TOIS), Volume 1

Full text available: pdf(6.94 MB)   Additional Information: full citation, abstract, references

This paper describes a methodology for the development of WWW application tailored for the methodology. The methodology and the development environ techniques already used in the hypermedia, information systems, and softwa in an original mix. The foundation of the proposal is the conceptual design of notation for the specification of structure, nav ...

Keywords: HTML, WWW, application, development, intranet, modeling

92 Authorable critiquing for intelligent educational systems

Christopher K. Riesbeck, Wolff Dobson
January 1997   Proceedings of the 3rd international conference on Intelligent us

Full text available: pdf(1.06 MB)   Additional Information: full citation, references, index

Keywords: authoring tools, educational systems, goal-based scenarios, intell

93 An intelligent distributed environment for active learning

Yi Shang, Hongchi Shi, Su-Shing Chen
April 2001 Proceedings of the tenth international conference on World Wide Web

Full text available: pdf(200.31 KB)   Additional Information: full citation, references, citings, index terms

Keywords: XML, active learning, multi-agent system, web-based education

94 Evaluating the design and delivery of WWW based educational environm(
Vincent P. Wade, Conor Power

August 1998 ACM SIGCSE Bulletin , Proceedings of the 6th annual conference on annual conference on Integrating technology into computer science computer science education, Volume 30 Issue 3

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> The mid 1990s has seen a significant growth in both the popularity and deve delivery. However, such efforts have been very variable in both effectiveness identifies a set of general requirements necessary in designing a pedagogica experience, which can be used in the assessment of WWW based educationa requirements can be successfully addressed, the evaluation ...
>
> Keywords: WWW, education, evaluation, requirements

95 My partner is a real dog: cooperation with social agents
Salvatore Parise, Sara Kiesler, Lee Sproull, Keith Waters

November 1996 Proceedings of the 1996 ACM conference on Computer supported

Full text available: pdf(1.02 MB)   Additional Information: full citation, references, citings, index te

> Keywords: cooperation, interface design, social agents, social behavior

96 Session 5: Multimodal presentation of dynamic object scenarios on the we
Andrea Esuli, Antonio Cisternino, Giuliano Pacini, Maria Simi

March 2003   Proceeding of the eighth international conference on 3D web tec

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> We describe a Web based presentation system for dynamic object scenarios. presentations based on 3D interactive animations, coordinated with adaptive comments production are performed through the interaction with a human-li as part of a research project on support tools for learning about sail racing ru system works in conjunction with an expert authoring ...
>
> Keywords: 3D graphics, VRML, adaptive interfaces, dynamic object environm language generation, sail racing

97 Session 5: novel interaction: Tangible viewpoints: a physical approach to r
Ali Mazalek, Glorianna Davenport, Hiroshi Ishii
December 2002   Proceedings of the tenth ACM international conference on M

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We present a multimedia storytelling system that couples a tangible interfac
interactive narratives. Over the centuries, stories have moved from the phys
the stage), to the printed page, then to movie, television and computer scre
technologies, storytellers are able to bring digital stories back into our physic
system explores how physic ...

Keywords: character, design, interactive narrative, multimedia storytelling, m
tangible interface

98 Tools for incremental development of educational software interfaces
Wolff Daniel Dobson, Christopher K. Riesbeck
January 1998   Proceedings of the SIGCHI conference on Human factors in com

Full text available: pdf(1.13 MB)   Additional Information: full citation, references, in

Keywords: INDIE, educational software, goal-based scenario, intelligent syst

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Stefanie N. Lindstaedt, Kurt Schneider
November 1997 Proceedings of the international ACM SIGGROUP conference on S
                 challenge: the integration challenge

Full text available: pdf(1.44 MB)   Additional Information: full citation, references, citi

Keywords: CSCW, design rationale, group memory, organizational learning, p

100 The Design and Implementation of a Mobile Learning Resource
Mike Sharples, Dan Corlett, Oliver Westmancott
January 2002   Personal and Ubiquitous Computing, Volume 6 Issue 3

Full text available: pdf(384.39 KB)   Additional Information: full citation, abstra

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2 **Analysis of sounds from occluded arteries by using a linear array of microphones**
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3 **Logic synthesis for a single large look-up table**
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4 **Integrati n of genetic alg rithms and fuzzy l gic into a neural netw r**

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3	Interactive simulations utilizing a remote knowledge base	706/47	706/46
4	System, method and article of manufacture for a goal based educational system with support for dynamic characteristic tuning	706/12	
5	Virtual consultant	709/205	
6	System method and article of manufacture for creating a virtual university experience	709/218	434/362
7	System method and article of manufacture for creating chat rooms with multiple roles for multiple participants	434/322	
8	Methods for physiological monitoring, training, exercise and regulation	600/410	
9	System, method and article of manufacture for a simulation enabled focused feedback tutorial system	434/118	
10	GOAL BASED EDUCATIONAL SYSTEM WITH PERSONALIZED COACHING	706/45	
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3		Beams, Brian R. et al.	☐	☐	☐	☐	☐	☐	☐
4		Bertrand, Benoit Patrick et al.	☐	☐	☐	☐	☐	☐	☐
5		Beams, Brian R. et al.	☐	☐	☐	☐	☐	☐	☐
6		Beams, Brian R. et al.	☐	☐	☐	☐	☐	☐	☐
7		Beams, Brian R. et al.	☐	☐	☐	☐	☐	☐	☐
8		deCharms, R. Christopher	☐	☐	☐	☐	☐	☐	☐
9		Hubbell, John Reader et al.	☐	☐	☐	☐	☐	☐	☐
10		Bertrand, Benoit Patrick et al.	☐	☐	☐	☐	☐	☐	☐
11		ROSENFELD, EREN TOLGA et al.	☐	☐	☐	☐	☐	☐	☐
12		LEVITT, MURRAY DAVID et al.	☐	☐	☐	☐	☐	☐	☐

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13	SYSTEM, METHOD AND ARTICLE OF MANUFACTURING FOR A RUNTIME PROGRAM ANALYSIS TOOL FOR A SIMULATION ENGINE	706/45	
14	System, method and article of manufacture for a goal based system utilizing a time based model	706/60	705/7; 705/9
15	System, method and article of manufacture for a goal based system utilizing a table based architecture	706/45	706/47
16	Goal based educational system with support for dynamic characteristics tuning using a spread sheet object	706/11	434/107; 434/322; 434/327; 706/45; 706/46; 706/47; 706/60
17	Goal based educational system with personalized coaching	706/45	706/25; 706/60
18	System, method and article of manufacture for a goal based education and reporting system	706/45	706/11; 706/47
19	System, method and article of manufacture for a simulation system for goal based education of a plurality of students	706/11	434/307R; 434/322; 706/46; 706/47; 706/60; 706/925
20	System, method and article of manufacture for a goal based system utilizing a time based model	706/45	345/708; 706/47
21	System, method and article of manufacture for a dynamic toolbar in a tutorial system	706/45	345/708; 706/47
22	System, method and article of manufacture for a goal based system with dynamic feedback information	706/45	706/47
23	System, method and article of manufacture for a simulation enabled focused feedback tutorial system	706/47	434/118; 705/40; 706/46

	Retrieval Classif	Inventor	S	C	P	2	3	4	5
13		NICHOLS, MARK STEWART	☐	☐	☐	☐	☐	☐	☐
14		Lannert, Eric Jeffrey et al.	☐	☐	☐	☐	☐	☐	☐
15		Rosenfeld, Eren Tolga et al.	☐	☐	☐	☐	☐	☐	☐
16		O'Connor, Martha Torrey et al.	☐	☐	☐	☐	☐	☐	☐
17		Bertrand, Benoit Patrick et al.	☐	☐	☐	☐	☐	☐	☐
18		O'Connor, Martha Torrey et al.	☐	☐	☐	☐	☐	☐	☐
19		Hubbell, John Reader et al.	☐	☐	☐	☐	☐	☐	☐
20		Lannert, Eric Jeffrey et al.	☐	☐	☐	☐	☐	☐	☐
21		Bertrand, Benoit Patrick et al.	☐	☐	☐	☐	☐	☐	☐
22		Lannert, Eric Jeffrey et al.	☐	☐	☐	☐	☐	☐	☐
23		Zorba, Alexander et al.	☐	☐	☐	☐	☐	☐	☐

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24	System, method and article of manufacture for a goal based educational system with support for dynamic personality feedback	706/47	434/118; 705/40; 706/11
25	System, method and article of manufacture for a simulation engine with an expert system example processing engine	706/45	434/307R; 434/322; 706/46; 706/47; 706/60; 706/925
26	System, method and article of manufacture for a goal based educational system with support for dynamic tailored feedback	706/45	434/107; 434/350; 706/11; 706/925; 706/927
27	System, method and article of manufacture for a simulation enabled accounting tutorial system	706/47	434/118; 705/40; 706/46
28	System, method and article of manufacture for a simulation enabled feedback system	706/45	706/47
29	Goal based tutoring system with behavior to tailor to characteristics of a particular user	706/11	706/12
30	System, method and article of manufacture for a goal based educational system with support for dynamic media control	706/45	706/11; 706/47
31	Goal based tutoring system with behavior to control flow of presentation	706/14	
32	Goal based stimulator utilizing a spreadsheet architecture	706/2	
33	System, method and article of manufacture for a runtime program regression analysis tool for a simulation engine	706/60	434/307R; 434/322; 706/46; 706/47; 706/925
34	System, method and article of manufacture for a goal based system utilizing a spreadsheet and table based architecture	706/47	434/118; 705/40

	Retrieval Classif	Inventor	S	C	P	2	3	4	5
24		O'Connor, Martha Torrey et al.	☐	☐	☐	☐	☐	☐	☐
25		Zabloudil, Maureen Therese et al.	☐	☐	☐	☐	☐	☐	☐
26		O'Connor, Martha Torrey et al.	☐	☐	☐	☐	☐	☐	☐
27		Zorba, Alexander et al.	☐	☐	☐	☐	☐	☐	☐
28		Bertrand, Benoit Patrick et al.	☐	☐	☐	☐	☐	☐	☐
29		Lannert, Eric Jeffrey et al.	☐	☐	☐	☐	☐	☐	☐
30		Lannert, Eric Jeffrey et al.	☐	☐	☐	☐	☐	☐	☐
31		Nichols, Mark Stewart	☐	☐	☐	☐	☐	☐	☐
32		Bertrand, Benoit Patrick et al.	☐	☐	☐	☐	☐	☐	☐
33		Bertrand, Benoit Patrick et al.	☐	☐	☐	☐	☐	☐	☐
34		Bertrand, Benoit Patrick et al.	☐	☐	☐	☐	☐	☐	☐

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39	☒	☐	US 5745126 A	19980428	
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35	System, method and article of manufacture for a simulation engine with a help website and processing engine	706/45	706/47
36	System method and article of manufacture for a goal based system utilizing an activity table	706/47	434/118; 705/40
37	System, method and article of manufacture for a simulation system for goal based education	706/47	434/118; 705/40; 706/46
38	System, method and article of manufacture for a goal based educational system	706/11	434/118; 706/45; 706/47; 706/927
39	Machine synthesis of a virtual video camera/image of a scene from multiple video cameras/images of the scene in accordance with a particular perspective on the scene, an object in the scene, or an event in the scene	382/154	348/42; 348/47
40	Machine dynamic selection of one video camera/image of a scene from multiple video cameras/images of the scene in accordance with a particular perspective on the scene, an object in the scene, or an event in the scene	725/131	345/419; 725/116; 725/86

	Retrieval Classif	Inventor	S	C	P	2	3	4	5
35		Nichols, Mark Stewart et al.	☐	☐	☐	☐	☐	☐	☐
36		Nichols, Mark Stewart	☐	☐	☐	☐	☐	☐	☐
37		Zadik, Beth Elyse et al.	☐	☐	☐	☐	☐	☐	☐
38		Nichols, Mark Stewart et al.	☐	☐	☐	☐	☐	☐	☐
39		Jain, Ramesh et al.	☐	☐	☐	☐	☐	☐	☐
40		Jain, Ramesh et al.	☐	☐	☐	☐	☐	☐	☐

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